

R/W	ADR	HEXADR	NAME	DESCRIPTION	SHADOW	OS
Write	53264	\$D010	GRAFP3	Graphics Shape for Player 3		both
Read	53264	\$D010	TRIG0	Trigger 0	STRIG0	both

Read: Joystick Trigger 0#

Button pressed	0
not pressed	1

see also [GRACTL](#)

Write: Graphics Shape for Player 3#

Bit	Missile Nr.
7,6	3
5,4	2
3,2	1
1,0	0

see also: [Player Missile Topics](#), [Controller topics](#)

previous: [GRAFP2](#), [P3PL](#)

next: [GRAFM](#), [TRIG1](#)